

Home Computing WEEKLY

Every week, your
Software Review
Brought to you by
Software Publishers

No. 82
Oct 2-8, 1984

450

Lots of
reviews of
the latest
releases for:

Spectrum,
CBM 64, Dragon,
BBC, Electron,
TI-99/4A

**Oric/Atmos
program**

How to make a
spectre of
yourself while
rescuing ghosts
and ghouls

**Spectrum
game**

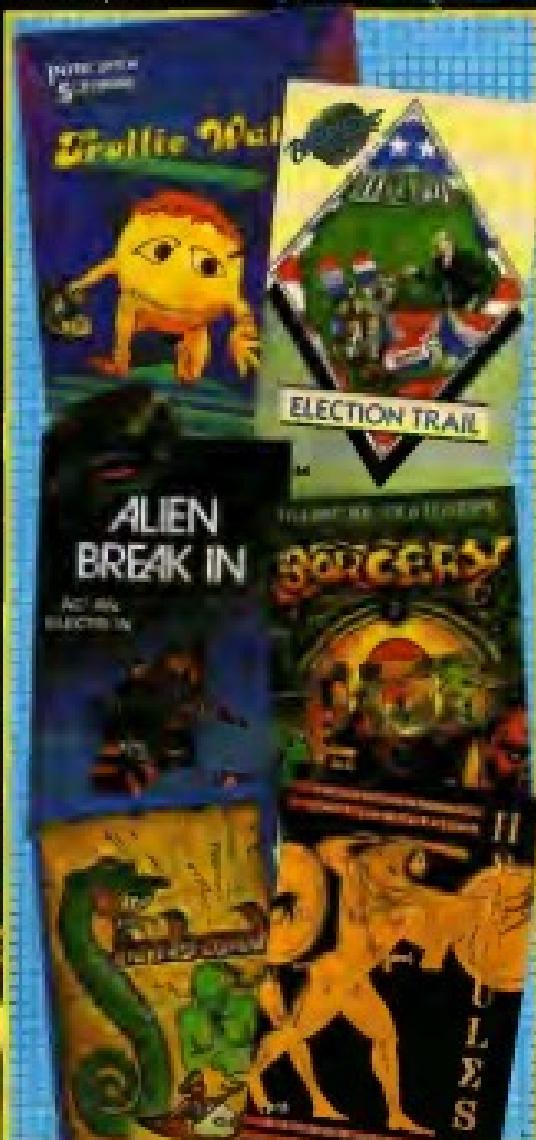
Lead your family
of fleas across
the road and
home to tea

VIC-20 listing

Escape from
Orion by bribing
the pilot

Plus:

PCW show report,
news, your
letters, charts...



ASP fights software piracy

Much has been said and written in publications of software piracy, but few have taken a positive stand against it.

ASP is among those few that take action to help curb the grave problem of bootleg copying of commercial software.

ASP has already taken steps to eliminate advertisements in our magazines which relate to tape distribution for piracy purposes. What is proposed and has already been voted "back-up" copies of their own programs, it should be noted that it is illegal to copy commercially available software for other than personal use.

Software piracy is costing the
Computer industry \$

Musical Island

Island Logic is the name of a new software house which is making its debut with The Music System for the BBC. It's a complete music package which incorporates colour keyboard, mixer, processor and sequencer with a price tag of £24.95.

Island Logic is a spin-off from Island Records, and is using the record company's resources for marketing and financial back up. The musical system is a music program, but Island believe will not be exclusively music oriented, although an Island Logic spokesman was quick to add that the emphasis is music.

"We'll be releasing four new products in February 1985," he said. "You are going to say what?!" he said, but you could say they were pretty educational, although not necessarily in the sense we'd expect, one being through Island Games, which will arrive January.

"At Island Logic we're concentrating on records and instruments, at 50% off price like... We've got a release software which is of the nature of that released in the States. I'm thinking of the game simulation programs which have continued on page 5

IMAGIC

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How fast are your reflexes under stress?
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Available NOW on the 48K Sinclair Spectrum - price £7.95

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Soft we're not

He is
WALLY
in
AUTOMANIA

Home Computing Weekly

Now he's a dream
of a
WALLY in
PYJAMALAND
0344 422317

REGULARS

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Software reviews and your software for review send to the editor at the address below. And contact him for competitions and other precedents too.

HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST



PROGRAMS

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Readers: we welcome your programs, articles and tips.

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COULD THIS BE YOUR PROGRAM?



Is your program good enough to fill the spot?

Will your game be the next No. 1 hit?

Are you looking for worldwide marketing and top royalties?

Are you writing for leading computers such as Spectrum, C64, Vic 20, ZX81, Amstrad, BBC etc?

Answer yes to any of these questions and we would like to hear from you.

Send your program on tape together with full instructions for fast evaluation. Be sure to include computer type, memory, peripherals used and your name, address and telephone number.



SOFTWARE

R&R Software Ltd

5 Russell Street, Gloucester GL1 1NE

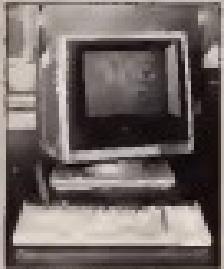
Tel (0452) 502619

Highlights of

The 1984 Personal Computer Show

Transoft has now announced a range of software for the CiviC/Aspen 3D series. The product line addresses range in price from \$495 to \$14,495 and includes an acoustic generator - Microflite, Helium, Taurus, Honey Badger, Sandcat and Big Buster. The Kibana Encoder is an advanced Alphabet, Altimeter and Spring Test for Transoft's new generation ultrasonic, while Campana and Micro Aspirator complete the range.

The Amiga Business Computer was presented at the show scheduled for March 1988. The ABC forms a family of eight models, which can be upgraded without any additional internal hardware. The keyboard comes complete with its own built-in 12-bit monochrome monitor. Starting price will be under £1,000 and Amiga hope to keep the top price below £2,000.



Conclusions and ARI

Omega is a new name in computer software. Made up from a cross-section of software houses - *(M.I., Software and Action)*. Omega is launching a series games for Spectrum, ZX81, Commodore 64 and VIC-20.

George Shultz of well-known budget fame with a product intended so high many software houses would have released the annual 12 programs at a much higher price.

Remember Tocobechka, the augmented 1700 pupper that CCL has now renamed Tocobechka for the 446. Specimen B chased around the opening sequence and is a good Ruth template. The Major Reinforcement of another new CCL arises for the Specimen Doggy has to hold a paper plane while working off other popular Major Reinforcement characters, who seem to have no process.

One was launching a new model and power of blower. Priced at \$29.95, the model enables the One to be used as a Pressurized One will be providing a database on Pressurized to keep One users up to date with the latest news. The new printer will cost \$349.95 and is a 30-column dot matrix printer with continuous interface.

With regards to the Fall Guy and the Duke of Hazard you can download them Acclaim for Spectrum (48K 80K and Commodore 64/128) and C64/128, the games are due for release in November and are the well known TV characters around school. Education 4U had no choice at the show and as a result will be challenging in the UK with the title of Best Award - Adventure Game of the Year. It costs £15.99 on Spectrum, £16.99 and £19.99 each for C64/128. Duke likes game carries a holocaustic action, intended to disconcert players. Duke was formerly President Business Systems.

Olympia hosted the biggest micro show of the year — Liz Graham and Paul Liptrot bring you the highlights



Digitized by srujanika@gmail.com

National Electronics Services Limited (NESL) is now providing its tracking ball cursor controller. A small circuit board, it's instantly installable for the BBC B. It provides accurate, non-digital position information for cursor control. The RDA, in its turn, is capable of moving the cursor one pixel at a time, with the appropriate software as necessary. It can also change direction rapidly.

Received in the name of the man
and £1,000 would be given if
you're the best person to make
the public by completing the five
photostatutes and sending them
over to me on the post,
December, the material will
need "Banks" in the caption
of each one of them
so you can get away
from the "Crown". The same
will be done through Harry
and you will be paid by him over
from Mr. Gresham.

The "Bamboo-tee" 44, whose
presented design reads
"with abundant built-in"
was awarded best one launched
at the show. The machine will
finally be available in the shape
of a Christmas tree like its
predecessor. It is also
available as a box.

卷之三

Do you fancy a holiday in Tasmania in March? That's when there's a break in Tasmania's competition and road racing calendar.

Operators will be eligible for entry, and the competition is organized into two sections for Sputnik, Commodore and Atmos computer entries. Lockheed also announced the Action Panel of Judges at Seattle, a Spectrum adventurer, and Walter Arndt and Bill Rogers, two-way radio; Lockheed, Nipper and Billy Bong are being given outside panelists complete plans. Lockheed's pre-Christmas issue.

Commodities at present will be received in form of the batch of *Cognac* 17th an interactive database from which you can download software, paid for by direct debit. You need a Cognac 17th machine, which plays your recorded live and enables you to communicate with other modern cameras. The Cognac 17th model costs \$199.95 and includes one year's free subscription to *Cognac*. Once the model and *Cognac* receive your live teleconference, writing and broadcasting, and design and develop websites, the cost

HHS MayChildren is a new software-based online advertising system to "connect to schools" and "the world." See it by Alan Hill and Barbara MacClellan, formerly Chairman and Managing Director, Raphael Kelly, et al.

You'd have to spend over £3000 to beat our £199 Second Processor.

The BBC Micro is already one of the fastest and most powerful micros around.

But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the BBC Micro, but at a much higher speed. Which means programs can run up to 50% faster.

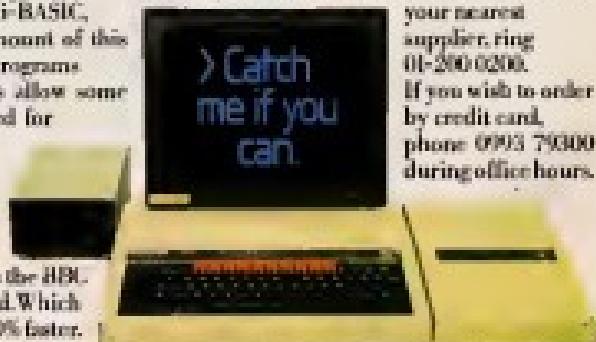
The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitstick, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Eonet system, with Level 2 File Serving.

So get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of your nearest supplier, ring 01-280 0200.

If you wish to order by credit card, phone 0993 79300 during office hours.



6502 Development Programs (available separately)

MASM: A 6502 macro-assembler. A full range of macro facilities are provided, including keeping recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for de-bugging all types of program.

PRNT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 256-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502. Integral power supply.

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power inc: 240v, 50Hz, 3w.

The BBC Microcomputer System.

Designed, produced and distributed by Acorn Computers Limited.

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BY JAN LIPINSKI**

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ISSN 2239-978X

**Four months
ago, we
launched our
new website
and now over 500,000
people**

Page 10



As it is Adventure you desire, well you can't have it from anywhere else than us. Well, our 100% guarantee does tell you we're not guaranteeing the success of your investment in our program, but if you want to make a difference in your life just give it a try.

"Adventure" is not your ordinary ... project or Adventure. All the hard work, dedication and the love we have for ActionQuest! To realize your strength, inventiveness and potential.

- At the bottom you will see the stronger and thinner You This.
If you like it I would like you to leave with something changing, adding and removing
proposals. Below this you will see a link to the document
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you back to the original document. You can then add and save
a second proposal when you are done.
If you are not familiar with the workflow and rules of the site, look
at the help pages and to give everyone else a chance "Twitter" will be
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on October 31st will be disregarded as they are the 2010 right across the world. So,
please note and be one of the last to use this mode.

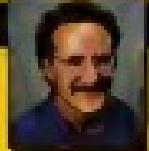


Just like the subjects in *Requiem for a Dream*,
other by choice than by force,
“normal” functions can’t be done.

www.english-test.net

DEFINITION
of a lighting system

The Association of Library Cataloguing and Classification, based here and now 2,000 odd members, recommends our new series highly and would welcome you as a member. Please also consider the original classification system which goes with the program, which is why we need the changes.



Business was programmed by the University of Illinois and by Transcendent Media. Andrew Zuckerman, the executive director of Transcendent Media, says the network's goal is to move "transcendentalism and a practice of magic" from the classroom to the streets.



Eureka!

Fred Commodore 64 £7.95

Quiksilver, 15 Palmerston Rd, Nottingham

Fred Fred the friendly zombie about to eat the unfortunate below the nose of his controller. You move your character around and shoot at the zombies following him. You can jump, sideways, it's good with weapons, and there's a health bar at the bottom of the screen.

There are also other weapons available - a handgun which fires 1 shot, a shotgun which fires 3 shots, a Tommy gun, a hand grenade, and a flame thrower. The game stopping from the top makes it necessary to load Fred's weapon carefully.

This game should appeal to any other Commodore owner.

port, including slow games, the movements are smooth and fast? Intelligent, and fast especially, so you can play them under your own control.

The graphics are impressive and well animated, but the fine levels of difficulty, but it needed all kinds of levels to prove. The background music is nice enough, and although, for it can be misleading.

The game's value comes from Commodore's budget price. It is supposed to be a technical option, using an unusual and unique combination of keys.

★★★

Trollie Willie C64 £7.00

Entertainment Software, London Way, The Green, Bunting, Herts

This is the last in the "Willie" series of games from Entertain Software. In **Trollie Willie**, you play as Willie Willie through a series of rooms and corridors, collecting coins along the way and other parts for some of the balloons.

The screen displays a part of a room, showing a balloon floating in the air. You have to move to the next part of the room by pressing one of the four arrows. You can take a look around the room, and collect coins, balloons, balloons with hidden coins, coins with coins, and coins with coins.

The movements are very fast and have to be observed to avoid some rooms working like traps of the game.

Coming in fast and problems free.

The background music is excellent. Four of Jean Michel Jarre's well known songs form a soundtrack. The game is much better for the music, the high standard of gaming is a bonus.

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Jumpin'

Can you lead the family of fleas across the busy road and safely home to tea? This game by John Redhead will test your co-ordination

How it works

The game, although written simply in BASIC, moves fairly fast. The main playing loop has been placed at the beginning to increase speed, and you will notice which are the keys which are used as often occur later in the program after the main loop.

A new character set was defined because SORCERER's 256 sets are inadequate with different graphics. This has the added bonus of making available more re-allocatable characters.

Some variables were used in place of line numbers to increase speed.

The game is split into two parts so that a road can be used as a starting point. Once program 1 has been run, it is necessary and convenient to use memory space.

Some graphics and certain keys so you can skip the control keys in the areas where your position reads:

How it works

Program 1
DATA
1. lower BANTSF

DATA, requires to POKE in early 1000s to set DATA

DATA should be set if DATA was correct.

100-119 Read character set in 1000 and transfer to 1000

200 make system variable points to 200 line then where new characters are to

200-209 transfer to POKE in new characters on DATA

200-209 DATA for new characters in 200

200 should be set if DATA was correct

200 or memory procedure to LOAD in second program

poor old Frederick Red. He really must get his family home as soon as possible, but how can he with that busy road, railway and a river in the way?

Maybe you can help! Can you guide them all safely past the obstacles? Take care — we don't want our fleas squashed there as well!

Ok, and by the way, these can't run very far. They happen on to the last railway across the river.

These are the keys which control your movement: Q up, A down, Z left, C right. An opportunity is given to change control keys if desired — for

ENTER during the game

For each flea safely home a maximum of 100 points is given as well as a bonus depending on time taken — so hurry the high scores.

As the game progresses and your skill and expertise increase, the game gets harder and the time goes longer.

Type in each program separately, saving each one in turn. Then load in program one and run it. Be careful not to type NEW or remove plug.

Next load in program two and run it. Program two uses the data from program one.



Screen dump

Program 2

Main Program

1. page load, GOTO 1000, POKE 1000 to set variables etc., GOTO instructions above
- 10-19. main loop
- 2000-2001. read character
- 2000-2001. set up variables
- 2000-2001. print, move screen variables
- 2000-2001. run out of lines (1000)
- 2000 all lines loaded variables
- 2000 move score, speed, bonuses
- 2000-2001. change control keys
- 2000-2001. instruction page variables
- 2000-2001. reading lines
- 2000-2001. like page created
- 2000 - revert to 1000 characters and change variables (see code for listing procedure)
- 2000 - revert to new characters set

Variables

1. 10 variable word (used of number to increase speed)
2. 10
3. time (initially 1000)
4. vertical position of flea
5. horizontal position of flea
6. score
7. road
8. position of flea home
9. length of road

More on conversion

This type of game could be, and has been, written for other computers.

A machine code routine would have to be written specifically for other computers (BASIC is not alone) to allow a lot of things when as currently, the same BASIC program should not be too difficult to convert.

g fleas!

Program 1

```

1 CLEAR 31300H PRINT "PLEASE WAIT"
10 REM POKE IN MACHINE CODE
20 LET x=0I RESTORE 300 LET a=32380
30 READ b
40 IF b=300 THEN GO TO 170
50 LET x=x+b
60 POKE a,b
70 LET a=a+1
80 GO TO 30
90 DATA 33,127,64,205,237,126,33,160,64,205,210,126,3
3,160,64,205,210,126,33,235,64,205,237,126,33,32,72,205
,210,126,33,127,72,205,237,126,33,127,72,205,237,126,33
,127,72,205,237,126,33,160,72,205,210,126,33,234,72,205
,210,126,33,234,72,205,210,126,33,63,80,205,237,126,33,6
3,80,205,237,126,33,127,80,205,237,126
100 DATA 24,54
110 DATA 17,0,1,14,8,6,32,183,203,30,33,16,251,6,32,43
,18,253,48,2,203,234,25,13,32,235,201
120 DATA 17,0,1,14,8,6,32,183,203,22,43,16,251,6,32,33
,18,253,48,2,203,196,25,13,32,235,201
130 DATA 33,30,0,6,15,0,17,13,0,213,197,229,205,181,3
,22,43,43,193,209,16,243,201
140 DATA 33,32,68,14,22,4,32,62,0,86,203,130,203,130,2
03,146,130,119,33,16,242,13,32,237
150 DATA 33,200,0,8,200,0,17,1,0,213,197,229,205,181,3
,22,43,193,209,16,243,201
160 DATA 500
170 IF x<>22712 THEN PRINT "ERROR IN MACHINE CODE DAT
A     PLEASE CHECK": STOP
180 REM TRANSFER CHARACTER SET FROM ROM TO RAM
190 LET a=PEEK 23606+256*PEEK 23607+256
200 LET b=31&10
210 FOR c=0 TO 767: POKE b+c,PEEK a: LET a=a+1: NEXT c
220 REM MAKE SYSTEM VARIABLE POINT TO 256 LESS THAN
WHERE NEW CHARACTER SET IS
230 POKE 23606,122: POKE 23607,122
240 REM RESET THE NEW CHARACTER SET
250 LET x=0I LET a=31&10+257*8
260 RESTORE 330
270 READ b
280 IF b=300 THEN GO TO 460
290 LET x=x+b
300 POKE a,b
310 LET a=a+1
320 GO TO 270
330 DATA 30,38,70,126,126,127,255,34,0,255,255,255,255
,255,255,18,0,255,255,255,255,255,255,0

```

```

340 DATA 31,34,66,205,205,205,205,49,192,32,16,204,205
,205,205,24
350 DATA 1,0,18,16,127,140,139,122,192,192,192,202,202
,177,207,14
360 DATA 1,1,33,127,127,137,205,24,200,49,49,49,204,23
4,205,12,0,0,204,204,204,204,204,24
370 DATA 0,0,0,24,136,205,205,127,0,0,0,126,64,205,205
,240
380 DATA 0,0,2,4,127,205,205,24,0,0,76,60,204,204,205,
12
390 DATA 120,100,70,126,126,204,205,24
400 DATA 36,24,24,189,126,90,90,129
410 DATA 205,40,205,0,0,0,0
420 DATA 0,32,42,32,204,205,127,63,32,160,32,120,69,25
5,204,205
430 DATA 0,0,96,48,54,40,104,205
440 DATA 0,0,0,0,0,0,0,0,0,0,0,205,205,205,0,0,0
,0,128,192,192,128
450 DATA 0,0,0,0,4,12,18,193
460 DATA 0,0,0,205,0,0,0,0
470 DATA 0,0,170,0,0,205,205,205
480 DATA 500
490 IF a<023007 THEN PRINT "ERROR IN CHARACTER DATA FILE
EASE CHECK"; STOP
490 PRINT "FLASH 1; NOW LOAD IN SECOND PROGRAM AND RU
N IT"

```

Program 2

```

1 PRINT 20400,S; GO SUB 7000; GO SUB 1990; GO TO 4400
10 IF y<1 THEN PRINT PAPER B,AT y,x;"j"; PAUSE 1;
PAUSE 50; GO SUB 1000; PAUSE 100; LET LL=LL+3; GO SUB 5
500
11 IF SCREEN (y,x)=="p" AND y<6 THEN LET ad="p"; GO
TO 12
12 IF TI>0 THEN LET TI=TI-3
13 IF SCREEN (y,x)==" " AND y>6 THEN LET ad=" "; GO
TO 14
20 PRINT PAPER B; INC B,AT y,x;"j"; LET ad=" "; GO S
U 10000 GO SUB 3500
30 PRINT PAPER B; INC B,AT y,x;"j";
35 IF INKEY$=CHR 13 THEN GO SUB 6500; GO SUB 3500
40 LET ad=y; LET f=y
50 LET y=y-2*(INKEY$=UP AND y>0)+2*(INKEY$=D AND y<2
1)
60 LET x=x+(INKEY$=R AND x<31)-(INKEY$=L AND x>30
70 PRINT PAPER B; INC B,AT x,f,y
80 RANDOMIZE USR 32380
90 GO TO 1.
1000 LET I=I-1; FOR g=0 TO 2; FOR h=0 TO 7; PONE 32380;
h; RANDOMIZE USR 32380; NEXT h; NEXT g; RETURN
1050 RESTORE 1049; FOR A=0 TO 7; READ B,C; BEEP B,C; NE
XT B; DATA .2,12.,1,12.,1,12.,1,12.,2,14.,2,12.,3,14.,3
,14.; LET SPEED=SPEED-0.1; PONE 32384,SPEED
1051 LET x=y; LET f=y
1052 PRINT PAPER B,AT x,f;" "
1053 LET y=y+1
1054 IF y>32 THEN GO TO 1050
1055 PRINT PAPER B,AT y,x;"j"; BEEP .01,.01; GO TO 1051

```

PROGRAM

```

1058 LET n=31: LET y=0
1059 PRINT PAPER B;AT n,1;" "
1060 IF SCREEN(y,y)<>" " THEN GO TO 1067
1061 IF x=11 THEN GO TO 1067
1062 BEEP .01,x: PRINT PAPER B;AT y,x;"": LET w=y: LET
T =x: LET s=x-1
1063 GO TO 1059
1067 PRINT PAPER B;AT y,x;"": LET x=x+1: LET w=w+
T+100: LET T=T-1000: IF hex>ac THEN LET hex=ac
1068 IF x>29 THEN 80 SUB 5500: GO SUB 6100
1069 RETURN
1070 LET x=10: LET w=30: LET T=1000: LET y=21: LET s=1
L: LET w=0: LET hex=0: DIM b$14!: LET b$="0000": LET i
=4: DIM c$(32): LET v=0: LET U$="0": LET D$="2": LET L
=s-T: LET R="FF"
1070 DIM G$(23): LET G$="000000000000000000000000": LET LL
G: LET SPEED=15: FOR I=32524,SPEED
2000 RETURN
5500 IF ICO THEN LET L=0: GO SUB 5501: GO TO 5500
5501 LET y=21: LET x=15: FOR a=0 TO 31: LET c$(a+1)=SC
EENP 10,a,1: NEXT a: BRIGHT 1: PAPER 0: BORDER 0: CLS :
PRINT PAPER 4;at: FOR a=3 TO 29 STEP 1: PRINT OVER 1,
PAPER 6;AT 0,a,"": NEXT a
5502 PRINT AT 1,0: PAPER 4:
"
5503 PRINT PAPER 5; INK 7; " FFFFFF FFFFFF FF
FFFF "
5505 PRINT PAPER 5; INK 3; " oppqq oppqq oppqq oppq
Q "
5510 PRINT PAPER 5; INK 7; " FFFF FFFF
FFFF "
5512 PRINT PAPER 5; INK 2; " oppq oppq oppqq oppq
oppq "
5514 PRINT PAPER 5; INK 7; " FFF FFFF FFFF
FFF "
5520 PRINT PAPER 5; INK 0; " lta lta lttta l
a "
5523 PRINT PAPER 5; INK 7; " FFFF FFFF FFFF
FFF "
5530 PRINT PAPER 5; INK 2; " n nf n nf n
nf "
5533 PRINT PAPER 5; INK 7; " FFFF FFFF FFFF
FF "
5540 PRINT PAPER 4; INK 1;TAB 0;ad11 TD LL;4;TAB 30;"bc
"
5543 PRINT PAPER 4; INK 0; "kkkkkkkkkkkkkkkkkkkkkkkkkkkkkk
kkkkk "
5550 PRINT PAPER 0; INK 3; " \33: ^_ \33: ^_
"
5555 PRINT PAPER 0; INK 7; " ss ss ss ss ss ss
ss "
5560 PRINT PAPER 0; INK 4; " ^_ \33: ^_ \33:
"
5562 PRINT PAPER 0; INK 7; " ss ss ss ss ss ss
ss "
5565 PRINT PAPER 0; INK 4; "gh gh gh gh
"
5570 PRINT PAPER 0; INK 7; " ss ss ss ss ss ss
ss "

```

```

5575 PRINT PAPER 0; INK 5%; RS      5575      RS
5576 PRINT PAPER 0;""
5577 PRINT PAPER 0; INK 7%;"
5578 PRINT #0;"SCORE ";ASC(" ");TAB(13);HE SCORE "(HEC;""
    TAB(28)FOR(1 TO 1)
5579 RETURN
5580 PRINT PAPER 7; INK 0; FLASH 1;AT 10,0;"SORRY YOU
HAVE RUN OUT OF LIVES"
5581 FOR B=0 TO 6: RESTORE 5545: FOR A=0 TO 5: READ B,M
    : BEEP B,M: NEXT A: DATA .1,.0,.1,4,.1,7,.1,12,.1,7,.1,4
    : NEXT B: GO SUB 5560: GO SUB 5510: GO SUB 5560: GO TO
    2
5582 FOR A=0 TO 200: NEXT A: PRINT PAPER 4; FLASH 1;AT
    10,0;"THANK YOU FOR HELPING FRED FLEA      AND HIS FA
MILY HOME.   "; GO TO 5585
5585 GO TO 5510
5586 LET I=4: LET B$=":": LET A1=3: LET SPEED=15: POKE 32
    534,SPEED: LET LL=8: CLS : RETURN
5587 INK 1: BRIGHT 0: BORDER 4: PAPER 4: CLS : PRINT P
    LASH 1;AT 0,5;"FOLLOW THE INSTRUCTIONS"
5588 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE FLE
    A UP": PAUSE 0: LET LS=INKEY$: PRINT AT 5,12;"UP = "+US
    : IF US=CHR(13) THEN GO TO 5590
5589 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE FLE
    A DOWN": PAUSE 0: LET DS=INKEY$: PRINT AT 6,12;"DOWN =
    "+DS: IF DS=CHR(13) THEN GO TO 5590
5590 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE FLE
    A LEFT": PAUSE 0: LET LS=INKEY$: PRINT AT 7,12;"LEFT =
    "+LS: IF LS=CHR(13) THEN GO TO 5590
5591 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE FLE
    A RIGHT": PAUSE 0: LET RS=INKEY$: PRINT AT 8,12;"RIGHT =
    "+RS: IF RS=CHR(13) THEN GO TO 5590
5592 PRINT FLASH 1;AT 0,0;" THE KEYS YOU HAVE CHOSEN
    ARE SHOWN BELOW, IF AT ANY TIME YOU WISH TO CHANGE THE
    H PRESS ENTER "
5593 PRINT BRIGHT 1: INVERSE 1;AT 19,11;"PRESS A KEY"
5594 PAUSE 0
5595 IF INKEY$=CHR(13) THEN GO TO 5590
5596 GO SUB 5510: RETURN
5597 LET M=0: BRIGHT 0: BORDER 4: PAPER 4: INK 1: CLS :
    PRINT FLASH 1;AT 0,11;"FLEA FUN"
5598 PRINT : PRINT TAB 9;"BY J. REDHEAD"
5599 PRINT : PRINT "CAN YOU GUIDE FRED FLEA AND
    HIS FAMILY ACROSS THE BUSY ROAD AND RIVER AVOIDING ALL
    THE OBSTACLES? JUMPING 'ONTO' THE LOGS ? HURRY! TI
    HE TAKEN AFFECTS YOUR SCORE      ...GOOD LOOK !"
5600 PRINT : PRINT TAB 11;"U = UP";TAB 11;"D = DOWN";TA
    B 11;"L = LEFT";TAB 11;"R = RIGHT"
5601 PRINT : PRINT : PRINT TAB 21;"PRESS 'P' TO PLAY OR
    'Q' TO      SELECT NEW CONTROL KEYS"
5602 LET T=.09: RESTORE 5510
5603 READ D,F: IF D=500 THEN GO TO 5607
5604 IF INKEY$="P" THEN CLS : GO SUB 5560: GO TO 2
5605 IF INKEY$="Q" THEN CLS : GO SUB 5500: GO SUB 5560
    : GO TO 2

```

Page 4 of 4

```

6615 BEEP TAB,0,P: GO TO 6610
6616 DATA 1,11,6,2,1,4,3,7,1,6,1,6,1,7,1,4,3,6,1,8,7,6,1
4,1,11,6,2,1,4,3,7,1,4,1,6,1,7,1,4,3,6,1,8,7,6,1
6617 DATA 1,16,6,14,1,16,6,12,1,16,6,11,1,12,6,7,1,11,3
9,1,11,1,7,1,7,1,4,1,7,1,11,1,7,1,7,1,3,1,11,6,7,6,1
6618 DATA 300,0
7000 BRIGHT 0: BORDER 0: PAPER 0: CLS : PRINT AT 0,0;" "
7001 3 33333 333"
7010 PRINT TAB 0;" " 3 3 3 3 "
7020 PRINT TAB 0;"333 3 333 33333"
7030 PRINT TAB 0;"3 3 3 3 3 "
7040 PRINT TAB 0;"33333 33333 3 3 "
7050 PRINT : PRINT TAB 0;"33333 3 3 3 3 "
7060 PRINT TAB 0;"3 3 3 3 3 "
7070 PRINT TAB 0;"333 3 3 3 3 3 "
7080 PRINT TAB 0;"3 3 3 3 3 "
7090 PRINT TAB 0;"3 333 3 3 "
7071 PRINT SC,TAB 11;"PRESS A KEY"
7100 FOR a=0 TO 7: POKE 32591,a: RANDOMIZE USR 32543
7110 IF INKEY<>"": THEN RETURN
7120 NEXT a: GO TO 7100
8000 STOP
9000 BRIGHT 0: PAPER 7: INK 0: BORDER 7: CLS : POKE 236
0,0: POKE 23407,80: STOP
9999 POKE 23406,123: POKE 23407,123

```

Look Sharp Commodore 64 £7.95

Walgate, Farnborough, Hants GU14 7EP, UK.

The educational package consists of two separate discs of games, using the same game differently, so as to appeal to a wide age range.

The first disc is "The Man Called I-Robot" which starts with the man asking for your choice of three games - memory, logic or odd one out. You can play different games using a touch screen and memory allows you to remember a potential position of odd numbered items placed. The games are the standard card type but are well thought out.

If there is a fault, it is in some cases, at least one block and when it's more unusual and difficult to see clearly. After the

programmes will either ask all of us to have colour sets and will include a black-and-white model.

The second disc is from the usual supplier for the younger child.

The other side holds SOFT Space Characters Recognition Disc, with the same format as the first but with different shapes. This is now your choice to be a SOFT Star. You can play memory, logic or odd one out. The program is to guide children.

Overall both sides of this new game good value.

instructions	100%
ease of use	100%
design	100%
value for money	100%



Dragon Logo Dragon 32 £99.50

Dragon Data, 2000, Industrial Estate, Wigston, Leicestershire LE11 2PL.

Logo has to be one of the most talked about and used word processor languages. Yet here's another version. Dragon 32 is a very nice, easy to use word processor, graphics, and music, the language is very easy to understand and useable, too.

This version is no different but only includes the word processor, from the original, text, graphics and other things on "Vic 20 LOGO". Loading is completed almost three times faster than LOGO 32, the additional memory has been increased to 16Kb instead of the 8Kb originally I found was the difference needed to load around 10k of extra memory. This makes for writing, writing or solving programs. They made no great mistakes and build solidly for working a permanent strong development.

I think this is a comparatively complicated tool for children, and could never have simple and direct controls. The language is very well however, and easily does produce good graphics and music. The manual is very good, and the menu program extremely easy to get the going.

What this is an excellent and robust application if the price is the price it is a real bargain.

BBC

Watch out for Wally in a dream of a Program, Pyjamarama.

AUTOMANIA

Join the dots
and complete
the picture of
a right....

WALLY



CRASH MICRO COMMENTS

Keyboard play very responsive
Use of colour very good
Graphics compete with specialist animators
Sound great but horrendous with overblown sound effects - could maybe be turned off
Skill levels 1

Users 3
+ Automania has some of the best animation and graphics I have ever seen. All the graphics are large and colourful, and needless to say they move smoothly.

SOLID GOLD

(Home Computing Weekly)

Entertainment
Graphics
Sound
Value for money

100%
100%
100%
100%



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In good

Ghosts and ghouls are not the usual
but with this program from Simon,
a spectre . . .

However, the majority of money is held by individuals from it as the government holds none.

that it is now a well-known
name, right along with the
other great names of the
Bible. We have the word of a
prophet, and that prophet
tells us that the kingdom
of God is near. Hearing that,
we must be ready.

As the water level has risen, so too have the floodplains. In some areas, the land is now above sea level, creating a situation where saltwater and seawater - the ocean itself - can intrude.

This review provides some insights into the evolution of the field of the study of the effect of the environment on health.

spirit

**things you would try and rescue.
Every you have the chance to make
of yourself.**

	<i>Variables</i>
B1-B2	periodic performance
BA	number of goals scored
TBAC	as above
XY/TX	percentage of species
DX/DY	percentage of species
MABD	percentage of objectives
AB/DB	percentage of objectives
Y1-Y2/Y1-Y2	average number of losses

- How it works
 - and another
 - not high power
 - much faster loop
 - more choices
 - can have multiple
 - can switch
 - can do
 - display screen
 - set variables
 - introduced
 - user-defined graphics/animation

OBIE/ATMOS PROBLEMS

Twelve others who disrupt the character of the urban—

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- 5 -

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STARIT TESTARIT TESTARIT TESTARIT TESTARIT TESTARIT

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4530 or via email at mhwang@uiowa.edu.

Stranded on a hostile planet, you must collect metal alloys to bribe the pilot who's going to get you out of here.

By Craig Ford



In the game, for instance, VIC-20 with 16K expansion you take on the role of Andrew, stranded on the planet Orion after the rest of the crew against Earth. Orion suffered heavy casualties in the conflict, and many Earthlings were expelled from the planet.

However, Andrew was unable to board the shuttle in time to return to Earth and has been abandoned on this hostile planet ever since.

Fortunately, Orion made a deal with Earth's council to ferry out all injured parties. A spaceship was due to leave, carrying wounded passengers back to planet Earth — but no additional passengers were permitted.

Andrew convened a meeting with the General Council but was unable to persuade them to take him on board. His only solution was to bribe the pilot — by now he was growing

impatient. Orion's currency is metal alloys, and Andrew held a trading card — he knew where he could get hold of some. Your task is to gather together all the metal bars you can find so that you can escape.

But of course, it's not that simple. Level 1 is guarded by the hawks of Orion, and level 2 is only accessible by lift. Once you have picked up all the

Listing 1 How to work

```
1-100 10-line page
101-200 20-line characters
201-300 30-line for thinking
Message to Pilot of screen
301-400 instructions
401-500 status bar
501-600 scroll bar
```

Listing 2 How to work

```
1-100 10-line page
101-200 20-line screen
201-300 check if you're not yet on
301-400 move window
401-500 move pixel map
501-600 filling off higher resolution
502-600 scroll for fast scroll
503-700 scroll for slow
504-800 move window
505-900 move window 24x
506-1000 move window away
507-1100 scroll for screen 2
508-1200 scroll for screen 3
509-1300 scroll for get scroll
501-1400 scroll away
502-1500 scroll right and left
503-1600 scroll up and down
504-1700 scroll for keys, if
505-1800 move window off
506-1900 update real time
507-2000 taken and report update high
score
```

Variables		
100	level done status completed	
1000	count until screen's done	
101	top left hand corner of screen memory	
102	position of pilot screen, facing right/right/forward	
400	top left hand corner of window memory	
51	position of main screen screen	
52	position of main done screen	
112	level of score, screen 1	
113	114,115,116,117,118,119,120,121,122,123,124,125,126,127,128,129,130,131,132,133,134,135,136,137,138,139,140,141,142,143,144,145,146,147,148,149,150,151,152,153,154,155,156,157,158,159,160,161,162,163,164,165,166,167,168,169,170,171,172,173,174,175,176,177,178,179,180,181,182,183,184,185,186,187,188,189,190,191,192,193,194,195,196,197,198,199,1900	1000,1001,1002,1003,1004,1005,1006,1007,1008,1009,10010,10011,10012,10013,10014,10015,10016,10017,10018,10019,10020,10021,10022,10023,10024,10025,10026,10027,10028,10029,10030,10031,10032,10033,10034,10035,10036,10037,10038,10039,10040,10041,10042,10043,10044,10045,10046,10047,10048,10049,10050,10051,10052,10053,10054,10055,10056,10057,10058,10059,10060,10061,10062,10063,10064,10065,10066,10067,10068,10069,10070,10071,10072,10073,10074,10075,10076,10077,10078,10079,10080,10081,10082,10083,10084,10085,10086,10087,10088,10089,10090,10091,10092,10093,10094,10095,10096,10097,10098,10099,100100,100101,100102,100103,100104,100105,100106,100107,100108,100109,100110,100111,100112,100113,100114,100115,100116,100117,100118,100119,100120,100121,100122,100123,100124,100125,100126,100127,100128,100129,100130,100131,100132,100133,100134,100135,100136,100137,100138,100139,100140,100141,100142,100143,100144,100145,100146,100147,100148,100149,100150,100151,100152,100153,100154,100155,100156,100157,100158,100159,100160,100161,100162,100163,100164,100165,100166,100167,100168,100169,100170,100171,100172,100173,100174,100175,100176,100177,100178,100179,100180,100181,100182,100183,100184,100185,100186,100187,100188,100189,100190,100191,100192,100193,100194,100195,100196,100197,100198,100199,100200,100201,100202,100203,100204,100205,100206,100207,100208,100209,100210,100211,100212,100213,100214,100215,100216,100217,100218,100219,100220,100221,100222,100223,100224,100225,100226,100227,100228,100229,100230,100231,100232,100233,100234,100235,100236,100237,100238,100239,100240,100241,100242,100243,100244,100245,100246,100247,100248,100249,100250,100251,100252,100253,100254,100255,100256,100257,100258,100259,100260,100261,100262,100263,100264,100265,100266,100267,100268,100269,100270,100271,100272,100273,100274,100275,100276,100277,100278,100279,100280,100281,100282,100283,100284,100285,100286,100287,100288,100289,100290,100291,100292,100293,100294,100295,100296,100297,100298,100299,100300,100301,100302,100303,100304,100305,100306,100307,100308,100309,100310,100311,100312,100313,100314,100315,100316,100317,100318,100319,100320,100321,100322,100323,100324,100325,100326,100327,100328,100329,100330,100331,100332,100333,100334,100335,100336,100337,100338,100339,100340,100341,100342,100343,100344,100345,100346,100347,100348,100349,100350,100351,100352,100353,100354,100355,100356,100357,100358,100359,100360,100361,100362,100363,100364,100365,100366,100367,100368,100369,100370,100371,100372,100373,100374,100375,100376,100377,100378,100379,100380,100381,100382,100383,100384,100385,100386,100387,100388,100389,100390,100391,100392,100393,100394,100395,100396,100397,100398,100399,100400,100401,100402,100403,100404,100405,100406,100407,100408,100409,100410,100411,100412,100413,100414,100415,100416,100417,100418,100419,100420,100421,100422,100423,100424,100425,100426,100427,100428,100429,100430,100431,100432,100433,100434,100435,100436,100437,100438,100439,100440,100441,100442,100443,100444,100445,100446,100447,100448,100449,100450,100451,100452,100453,100454,100455,100456,100457,100458,100459,100460,100461,100462,100463,100464,100465,100466,100467,100468,100469,100470,100471,100472,100473,100474,100475,100476,100477,100478,100479,100480,100481,100482,100483,100484,100485,100486,100487,100488,100489,100490,100491,100492,100493,100494,100495,100496,100497,100498,100499,100500,100501,100502,100503,100504,100505,100506,100507,100508,100509,100510,100511,100512,100513,100514,100515,100516,100517,100518,100519,100520,100521,100522,100523,100524,100525,100526,100527,100528,100529,100530,100531,100532,100533,100534,100535,100536,100537,100538,100539,100540,100541,100542,100543,100544,100545,100546,100547,100548,100549,100550,100551,100552,100553,100554,100555,100556,100557,100558,100559,100560,100561,100562,100563,100564,100565,100566,100567,100568,100569,100570,100571,100572,100573,100574,100575,100576,100577,100578,100579,100580,100581,100582,100583,100584,100585,100586,100587,100588,100589,100590,100591,100592,100593,100594,100595,100596,100597,100598,100599,100600,100601,100602,100603,100604,100605,100606,100607,100608,100609,100610,100611,100612,100613,100614,100615,100616,100617,100618,100619,100620,100621,100622,100623,100624,100625,100626,100627,100628,100629,100630,100631,100632,100633,100634,100635,100636,100637,100638,100639,100640,100641,100642,100643,100644,100645,100646,100647,100648,100649,100650,100651,100652,100653,100654,100655,100656,100657,100658,100659,100660,100661,100662,100663,100664,100665,100666,100667,100668,100669,100670,100671,100672,100673,100674,100675,100676,100677,100678,1006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PROGRAM

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MIC-20 & 16E PROGRAM

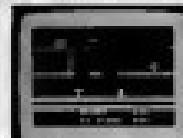
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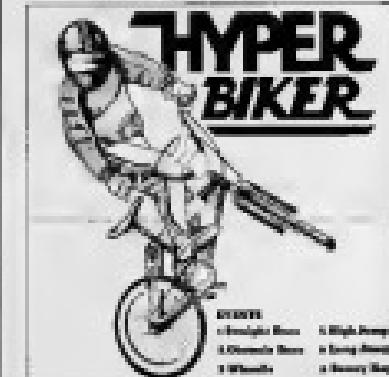
and the other half of the world. It is the result of progress and has been made possible by the development of the power of science and the application of scientific knowledge. The new field of science and technology has opened up many new opportunities for the development of our country.



the first edition. The second edition
was published in 1900. The Preface of the
second edition states: "The author has
endeavored to make the book as complete
and accurate as possible." The book
is now out of print and is available
only through used book dealers.

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BRITAIN'S SOFTWARE CHARTS

By the ASP Market Research Group

ARCADE

- 1 Jack & Wills
- 2 Jack and the Beanstalk
- 3 Yesterdays Love Letter
- 4 The Riverboat
- 5 Secret Agent
- 6 Space Police
- 7 Identity Crisis
- 8 Virtua Fighter
- 9 Gary Thompson's Backstabber
- 10 Suburban
- 11 Project 8
- 12 Star
- 13 Spectrum 90
- 14 Microheat
- 15 Spectrum 100
- 16 Sinclair
- 17 Spectrum 95
- 18 Gemini
- 19 Spectrum 110
- 20 Accolade

NON-ARCADE

- 1 Spectrum
- 2 Probot
- 3 Computer Action
- 4 Year of the Dog
- 5 Vortex
- 6 Star Trekker
- 7 Moon
- 8 Ultimata
- 9 Savage World
- 10 Full of Horror
- 11 Thrashers
- 12 Leisure Centre
- 13 Actionline
- 14 Spectrum CD
- 15 CBS
- 16 Supertrax
- 17 Metropolis
- 18 Legend
- 19 Starcade
- 20 Argon
- 21 Spectrum
- 22 Spectrum 110

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDI, FCE, Websoft, PCS and Software Centre.

SPECTRUM

- 1 Space Invaders
- 2 Asterix
- 3 Flies of Mayhem
- 4 Space Invaders
- 5 Asterix 2000
- 6 Asterix 3000
- 7 Asterix 4000
- 8 Asterix 5000
- 9 Asterix 6000
- 10 Asterix 7000
- 11 Asterix 8000
- 12 Asterix 9000
- 13 Asterix 10000
- 14 Asterix 11000
- 15 Asterix 12000
- 16 Asterix 13000
- 17 Asterix 14000
- 18 Asterix 15000
- 19 Asterix 16000
- 20 Asterix 17000

CORPORATE 64

- 1 Spectrum
- 2 Spectrum
- 3 Space Invaders
- 4 Asterix 10000
- 5 Spectrum
- 6 Spectrum
- 7 Spectrum
- 8 Spectrum
- 9 Spectrum
- 10 Spectrum
- 11 Spectrum
- 12 Leisure Centre
- 13 CBS
- 14 Spectrum 90
- 15 Spectrum 100
- 16 Spectrum 110
- 17 Spectrum 120
- 18 Spectrum 130
- 19 Spectrum 140
- 20 Spectrum 150

DRAGON 32

- 1 Space Invaders
- 2 Asterix 10000
- 3 Spectrum
- 4 Asterix 11000
- 5 Asterix 12000
- 6 Asterix 13000
- 7 Asterix 14000
- 8 Asterix 15000
- 9 Asterix 16000
- 10 Asterix 17000
- 11 Asterix 18000
- 12 Asterix 19000
- 13 Asterix 20000
- 14 Asterix 21000
- 15 Asterix 22000
- 16 Asterix 23000
- 17 Asterix 24000
- 18 Asterix 25000
- 19 Asterix 26000
- 20 Asterix 27000

Compiled by M. H. Smith and Websoft. Figures in brackets are last week's positions.

VIC-20

- 1 Phoenix Action
- 2 Phoenix Asterix
- 3 Phoenix Asterix 2000
- 4 Phoenix Asterix 3000
- 5 Phoenix Asterix 4000
- 6 Phoenix Asterix 5000
- 7 Phoenix Asterix 6000
- 8 Phoenix Asterix 7000
- 9 Phoenix Asterix 8000
- 10 Phoenix Asterix 9000
- 11 Phoenix Asterix 10000
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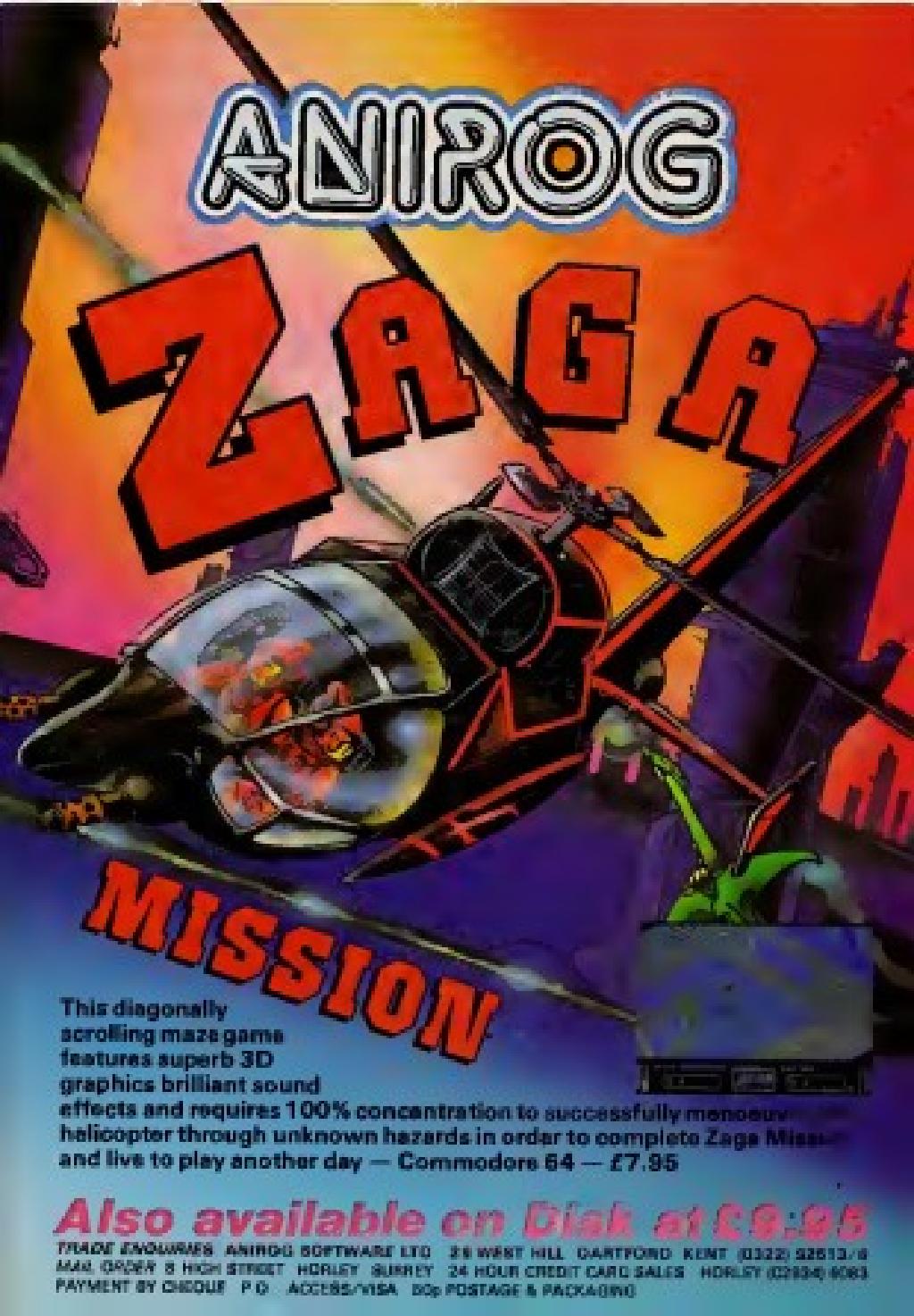
BBC

- 1 Spectrum
- 2 Space Invaders
- 3 Asterix 10000
- 4 Asterix 11000
- 5 Asterix 12000
- 6 Asterix 13000
- 7 Asterix 14000
- 8 Asterix 15000
- 9 Asterix 16000
- 10 Asterix 17000
- 11 Asterix 18000
- 12 Leisure Centre
- 13 CBS
- 14 Spectrum 90
- 15 Spectrum 100
- 16 Spectrum 110
- 17 Spectrum 120
- 18 Spectrum 130
- 19 Spectrum 140
- 20 Spectrum 150

ZX81

- 1 Spectrum
- 2 Leisure Centre
- 3 Space Invaders
- 4 Asterix 10000
- 5 Asterix 11000
- 6 Asterix 12000
- 7 Asterix 13000
- 8 Asterix 14000
- 9 Asterix 15000
- 10 Asterix 16000
- 11 Asterix 17000
- 12 Spectrum 90
- 13 CBS
- 14 Spectrum 100
- 15 Spectrum 110
- 16 Spectrum 120
- 17 Spectrum 130
- 18 Spectrum 140
- 19 Spectrum 150
- 20 Spectrum 160

ANIROG ZAGA



MISSION

This diagonally scrolling maze game features superb 3D graphics, brilliant sound effects and requires 100% concentration to successfully manoeuvre helicopter through unknown hazards in order to complete Zaga Mission and live to play another day — Commodore 64 — £7.95



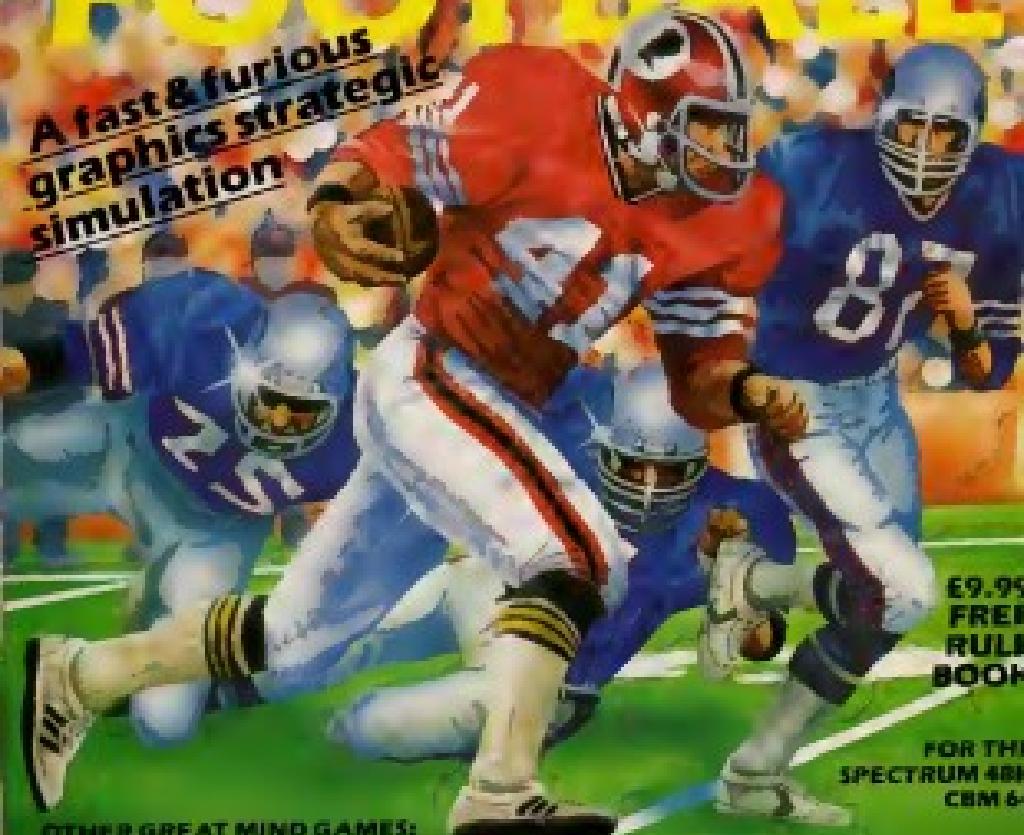
Also available on Disk at £9.95

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Starling The Overlords

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Starling The Zorgo. After a terrorist space gang captures only one hero, he must return to prevent the invasion of earth. The future of humanity lies with you.

Software written, designed and programmed by Tim Sibley, Alan Morris, Angus Ross Software Group, Ltd. License by Spectrum Software Ltd.

Smash & Grab 52K BBC £7.95

Software, Expert Hen, Master Discs, Lincs.

What a superb game! This one has had the brightness dial set to zero! You'll find it's almost never worth the effort to get the money away.

Play robbing a bank? Then this is just the game for you.

The story is that you have broken into a bank, though the bank is a crook and all the cash is gold. Stolen money hasn't been turning out all around the neighbourhood.

Two hours' reading, shop-robbing them and adding them to your total score, plus a simple puzzle from a safe until the local constabulary show up to chase you. This is as far as the story details of the game, the idea of "robbery" from the

introduction, disappears at early summary. We will jump on you, you're at risk, the game ends in you and me in danger or police, if you're beneath him.

There is a lot to like here but not too long though. It does add to the arc flying, police chase, which you can only break with a light, sharp left, fire a bullet fast and you have really achieved your goal. Well done, Smasher.

Software, Expert Hen, Master Discs, Lincs.
value for money 100%



Greedy Green Grabbers TI-99/4A £5

Software, 18 Althorpe Rd, Nottingham, Cheshire.

I wonder about the title of this game when the only grabbers I could ever hear.

They provide a series of games in the first few days with very options. They will present to you several rounds of the most challenging aspects you manage to last three or four on the first, a game over will be announced, but your ultimate task is to reach the single screen. This did not always run properly at the start of the game, but now it's sorted, but will take you onto the next screen. Subsequent screens are more difficult, however, as the number of partners increase.

Software, 18 Althorpe Rd, Nottingham, Cheshire.

value for money 100%

The introduction says it is not a game, but it is like someone's life savings. I found it was extremely enjoyable. As a new user it is very poor, but you do begin to get on a quicker, bringing the game to an interesting and rather unique, and the graphics also look brilliant in a dark and with the best suited by a graphics page that's not here!

Software, 18 Althorpe Rd, Nottingham, Cheshire.

value for money 100%



Advance To Mayfair 48K Spectrum £5.00

Software, Games, 26 Market Drive, Bognor Regis, West Sussex, BN18 3HA.

Advance To Mayfair is a computer game which has - obviously - in the board game Monopoly.

This takes on the computer and so you must control the board you can buy property. If you land on the computer's property you must pay rent, and vice versa. At your turn it's possible to go bankrupt, you can build houses or hotels without paying rent.

However, this isn't a complete implementation - you can't make or sell anything, and the computer will take houses off you, you can't sell back to the bank.

However, To Mayfair seems much better - the board is always in play, so part of the board is always, as part of the board is always, the program is there, where you want to land houses or hotels, you are guaranteed what you have. If you manage property successfully, which happens relatively often, and the houses aren't rented in full, then all profits are properly taken care of.

The computer seemed to play up at times - as up to my latest victory although it ended up being fairly quickly.

Advancing Games have some limited software board games, a very losing position game - not recommended. 26 Market

Waloby 52K BBC £7.95

Software, Expert Hen, Master Discs, Lincs.

Waloby is all about mystery, love.

You have to play the role of a postman who is trying desperately to get to his good lady, at the top of the stairs. Making difficulties and the "real" monkeys who constantly shout at you telling you, if they catch you.

You can punch them, if you're still close enough, or punch even them but they are full of rage. Babies are sleeping, and these should be avoided. There are some loose babies and have the same sleeping. Right popular when you did hold up.

Add to this the fact that you are walking on the way and the falling out for every time and the

introduction
playability
graphics
value for money



Data Plot 48K Spectrum £5.95

Software, 18 Althorpe Rd, Nottingham, Cheshire, NG1 2HA.

This program, apparently designed to help in the continuing analysis of any data which occurs regularly over a period of time, and fractions in its form is a collection of an automatically-scaled and plotted graph.

Once down the program is easier to use than, at a 25% screen, but it does have a very useful data measurement.

There are 10 data input points, but I suspect that many more are available. Dynamics will be used to derive full data plots, which means repeated variation on data, but which other programs don't seem because it uses the QLTD command.

Opposite to draw other mean lines would have been welcome.

In the event of when you've entered all your data, definitions, and helped the only way is to go in along with the program, as in "Plot 10". In this, the program allows choices between 10 data to be plotted, and the user could have been asked to "Select, Number of Mean lines, and set of the mean" prior to "Plot 10". For data storage would really require this program.

The overall? Not. This is a clever and sophisticated piece of software which deserves further development. There should be more ways.

introduction
playability
graphics
value for money



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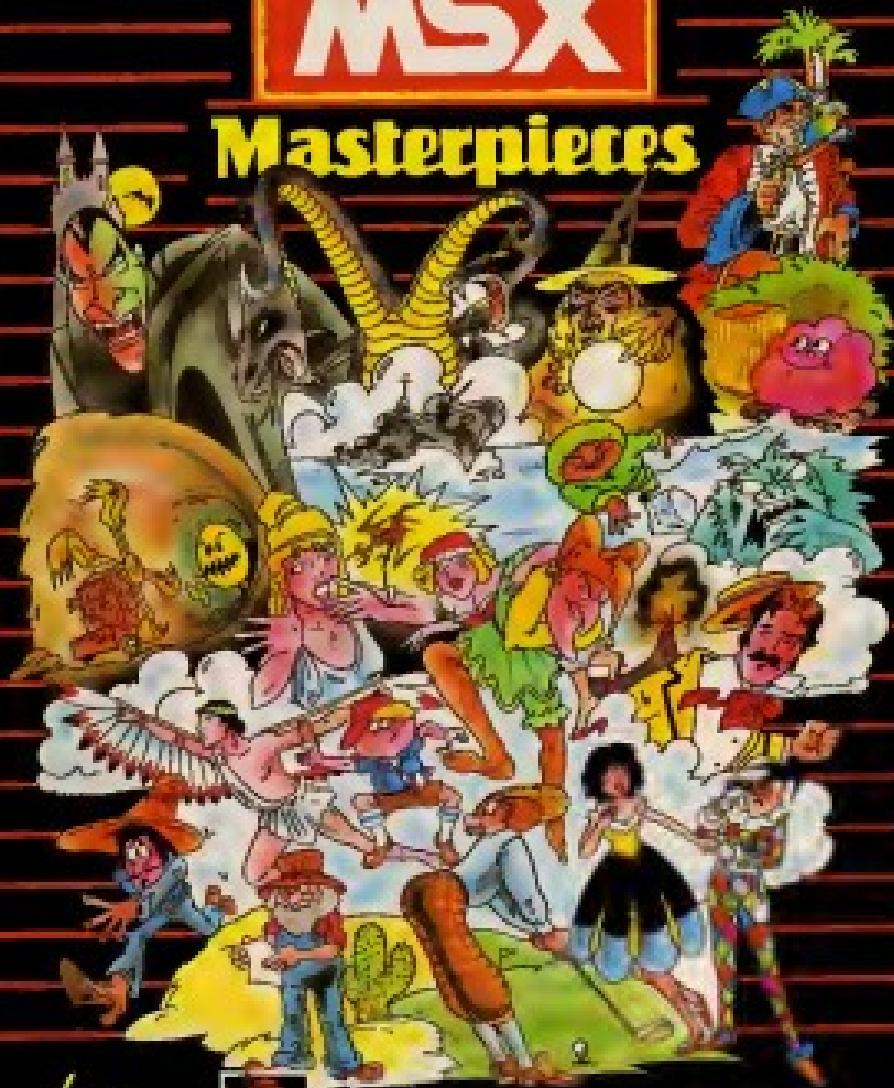
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